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IMPROVEMENTS IN OR RELATING TO VIDEO GAMING MACHINES
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- (71) Applicant(s)  
AINSWORTH NOMINEES PTY LTD
- (72) Inventor(s)  
NICHOLAS BENNETT
- (74) Attorney or Agent  
F B RICE & CO, 28A Montague Street, BALMAIN NSW 2041
- (56) Prior Art Documents  
AU 628044 33126/89 G07F 17/34 A63F 1/00
- (57) Claim

1. A video gaming machine of the kind described above, the machine including a video screen the display on which is controlled by micro-processor/computer means, said micro-processor/computer means being controlled by a programme to display on the video screen a representation of a number of playing cards simulating a hand dealt in a card game, manually operable means to enable a player to manipulate the simulated cards in accordance with the rules of the game and if, as a result of such manipulation a winning hand is displayed the programme acting to provide an indication of a win and an invitation to a player to "gamble" all or a part of the win on the correct prediction of a characteristic of a playing card the back of which is displayed on the screen, the programme acting to record a credit to the player in the event of a correct prediction, the programme acting also to display on the screen a representation of those cards displayed in connection with a number of previous gambles characterised in that in the event of the cards thus displayed, corresponding to a predetermined combination of cards the programme acts to record a prize in the form of an additional credit to the player.

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**(12) PETTY PATENT APPLICATION**  
**(19) AUSTRALIAN PATENT OFFICE**

**(11) Application No. AU 199221070 A1**  
**(10) Patent No. 642116**

**(54) Title**  
**Improvements in or relating to video gaming machines**

**(51) International Patent Classification(s)**  
**A63F 009/22                      G07F 017/32**  
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**(71) Applicant(s)**  
**Ainsworth Nominees Pty Ltd**

**(54) Inventor(s)**  
**Nicholas Bennett**

The Commissioner of Patents  
PO Box 200  
WODEN ACT 2606

F B RICE & CO  
SYDNEY NSW  
Speed Dial 511

AUSTRALIA  
Patents Act 1990

642116

PATENT REQUEST: PETTY PATENT

We, AINSWORTH NOMINEES PTY LTD, being the person(s) identified below as the Applicant, request the grant of a petty patent to the person identified below as the Nominated Person, for an invention described in the accompanying complete specification.

Full application details follow.

Applicant: AINSWORTH NOMINEES PTY LTD  
A.C.N. No 001 660 715

Address: 85-113 Dunning Avenue, Rosebery, New South  
Wales, Australia

Nominated Person: AINSWORTH NOMINEES PTY LTD  
A.C.N. No 001 660 715

Address: 85-113 Dunning Avenue, Rosebery, New South  
Wales, Australia

Invention Title: "Improvements in or Relating to Video Gaming  
Machines"

Name(s) of Actual Inventor(s): Nicholas Bennett

Address for service is: F B RICE & CO  
28A Montague St  
Balmain NSW 2041

Attorney Code: RI

We are not an eligible person described in Section 33 - 36 of  
the Act.

Drawing number recommended to accompany the abstract

Dated this 13 day of August 1992

S031442 14/08/92

AINS WORTH NOMINEES PTY LTD

By:

P. V. Marsh  
Registered Patent Attorney.

Australia Patents Act 1990  
**Notice of Entitlement**

(to be filed before acceptance)

I/We Geoffrey Ainsworth  
being authorised by AINSWORTH NOMINEES PTY LTD A.C.N. no 001660 715  
of 85-113 Dunning Avenue Rosebery New South Wales, Australia

the applicant in respect of an application for a patent for an invention entitled Improvements in or relating to video gaming machines

filed under Australian Application No. 21070/92, state the following:-

PATENT SUB OFFICE

19 NOV 1992

SYDNEY

Part 1 - Must be completed for all applications.

☐ The person(s) nominated for the grant of the patent is/are the actual inventor(s)

☒ or has, for the following reasons, gained entitlement from the actual inventor(s):  
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☐ or entitled to rely on the basic application(s) listed on the patent request form by reason of the following:

☐ The basic application(s) listed on the request form is/are the first application(s) made in a Convention country in respect of the invention.

Part 3 - Must be completed if the application was made under the PCT and claims priority.

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☐ or entitled to rely on the application(s) listed in the declaration under Article 8 of the PCT by reason of the following:

☐ The basic application(s) listed in the declaration made under Article 8 of the PCT is/are the first application(s) made in a Convention country in respect of the invention.

Signed: Geoffrey Ainsworth  
Geoffrey Ainsworth

Date: 16/10/92

Status: DIRECTOR

F.B. RICE & CO. PATENT ATTORNEYS

**AUSTRALIA**

**Patents Act 1990**

**642116**

**AINSWORTH NOMINEES PTY LIMITED**

**ORIGINAL**

**COMPLETE SPECIFICATION  
PETTY PATENT**

**Invention Title:**

**Improvements in or Relating to Video Gaming Machines**

**The following statement is a full description of this invention including the best method of performing it known to us:-**

The present invention relates to improvements in video gaming machines. Such machines include a video screen on which screen images are displayed, the images being controlled by software associated with a

5 micro-processor/computer. In almost all cases such machines are coin operated.

A video gaming machine of the kind (hereinafter referred to as "of the kind described") with which the present invention is concerned, simulating draw poker,  
10 operates as follows:-

1. A player inserts coins into the machine or by some other method obtains credit on the machine.
2. The player commences the game by pressing a button (or a series of buttons). The button(s) indicates how  
15 much money is bet for the game and starts the game.
3. The machine displays five cards on the screen.
4. The player can then choose to hold any or all of these cards.
5. Cards not held are removed from the screen and  
20 replacement cards are "drawn".
6. The five cards displayed at the end of the "draw" are compared with the scorecard and winning hands are awarded a "win".

The "win" involves the payment or crediting of a  
25 prize according to a scoreboard displayed on the machine.

Video gaming machines according to the invention may simulate games other than draw poker such as blackjack and will operate in a substantially similar manner. The outcome in all cases being the crediting of a prize to a  
30 successful player.

In some video gaming machines currently in use a facility is provided enabling a player to "gamble" the "win" or a part thereof. The opportunity to "gamble" is effected by presenting to the player an appearance  
35 corresponding to the back of a playing card. The player

is then invited to make a prediction related to the nature of the face of the card. Various types of gamble are currently in use.

In addition to the above some video gaming machines  
5 display five or more cards being the cards offered in the five more or previous "gambles".

In order to maintain the interest of players in the playing of video gaming machines it is necessary for manufacturers of such machines to produce a succession of  
10 machines each exhibiting novel features and the object of the present invention is to provide a machine having such a feature.

The present invention provides a video gaming machine having the features described above but which in addition  
15 is programmed to pay an additional bonus prize if the display of five or more cards offered in previous gambles matches a bonus prize schedule displayed on the machine.

The present invention consists in a video gaming machine of the kind described above, the machine including  
20 a video screen the display on which is controlled by micro-processor/computer means, said micro-processor/computer means being controlled by a programme to display on the video screen a representation of a number of playing cards simulating a hand dealt in a  
25 card game, manually operable means to enable a player to manipulate the simulated cards in accordance with the rules of the game and if as a result of such manipulation a winning hand is displayed the programme acting to provide an indication of a win and an invitation to a  
30 player to "gamble" all or a part of the win on the correct prediction of a characteristic of a playing card the back of which is displayed on the screen, the programme acting to record a credit to the player in the event of a correct prediction, the programme acting also to display on the  
35 screen a representation of those cards displayed in

connection with a number of previous gambles characterised in that in the event of the cards thus displayed corresponding to a predetermined combination of cards the programme acts to record a prize in the form of an additional credit to the player.

In order that the invention may be better understood a preferred form thereof is hereinafter described by way of example with reference to the accompanying drawings in which:-

10 Figures 1 and 2 show between them a logic chart displaying diagrammatically the sequence of events in the operation of a machine according to the invention, and Figure 3 shows a number of examples of prize winning combinations.

15 In the preferred form the invention is applied to a video gaming machine of a kind well known in the art. The application of the invention to such a machine is effected by software used to programme a micro-processor/computer controlling the operation of the machine rather than by 20 the physical construction of the machine.

It is not necessary to provide full details of a particular programme in that the writing of a suitable programme is a routine task for persons skilled in the art on the basis of the accompanying logic chart.

25 The basic operation of the machine is described above. In the event of a player achieving a "win" the programme causes the back of a playing card to be displayed on the screen with an invitation to the player either to "gamble" all or part, for example half, of the 30 win, or simply to take the win.

The drawings illustrate the logic involved in a fairly simple game in which the machine displays a line of five cards the first of which is presented face up and the next four face down. The player then presses a play 35 button on the machine and the four cards are then turned



"face up". If the five cards between them display a recognised winning poker hand the player wins. The invention, however, is applicable in situations in which the player is presented with a number of cards "face up" and by pressing appropriate buttons can cause certain of the cards to be held and others of them replaced.

Whatever game is being played, if a win results, the machine, by a message on the screen offers the player an opportunity to gamble which the player can either accept or refuse. If the gamble is refused the win is credited. If the gamble is accepted the player is presented with a card face down and is required to make a prediction in relation to it such as its colour or suit which is done by depressing an appropriate button on the machine. In the case illustrated the player has a choice of pressing a button indicating the colour of the card as being red or one indicating the colour of the card as being black. The card is then turned over and if the player makes an incorrect prediction the game is over and the original win is lost. If, however, the prediction is correct, the credit meter of the machine is incremented by double or quadruple the original win depending on the nature of the gamble.

The machine now indicates that a bonus is offered according to a prize schedule and displays cards offered in the last five or more gambles including the gamble that has just taken place. If the programme recognises the combination of cards as constituting, for example, a recognised winning poker hand the player is credited with an increased bonus. After each gamble the card last offered is added to the display and the card that has been displayed for the longest time is removed.

In Figure 3, a number of possibilities of card displays qualifying for a bonus are illustrated. In Figure 3(a) all the cards are hearts constituting a flush

which might provide a bonus win of five coins.

In Figure 3(b) the combination of cards forms a poker "straight" for which a bonus of eight coins might be paid.

Figure 3(c) depicts an arrangement of cards forming a  
5 poker "Royal Flush" which, being more difficult to achieve, provides a bonus of 500 coins.

Finally, in Figure 3(d) there is illustrated an arrangement in which the last 15 cards are displayed and in this case all cards are of the same colour. As the  
10 probability of achieving such a result is extremely small this might entitle the player to a bonus of 10,000 coins. It will be appreciated by persons skilled in the art that numerous variations and/or modifications may be made to the invention as shown in the specific embodiments without  
15 departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to be considered in all respects as illustrative and not restrictive.

THE CLAIM DEFINING THE INVENTION IS AS FOLLOWS:-

1. A video gaming machine of the kind described above,  
the machine including a video screen the display on which  
is controlled by micro-processor/computer means, said  
5 micro-processor/computer means being controlled by a  
programme to display on the video screen a representation  
of a number of playing cards simulating a hand dealt in a  
card game, manually operable means to enable a player to  
manipulate the simulated cards in accordance with the  
10 rules of the game and if as a result of such manipulation  
a winning hand is displayed the programme acting to  
provide an indication of a win and an invitation to a  
player to "gamble" all or a part of the win on the correct  
prediction of a characteristic of a playing card the back  
15 of which is displayed on the screen, the programme acting  
to record a credit to the player in the event of a correct  
prediction, the programme acting also to display on the  
screen a representation of those cards displayed in  
connection with a number of previous gambles characterised  
20 in that in the event of the cards thus displayed  
corresponding to a predetermined combination of cards the  
programme acts to record a prize in the form of an  
additional credit to the player.

DATED this 13th day of August 1992

AINSWORTH NOMINEES PTY LTD  
Patent Attorneys for the  
Applicant:

F.B. RICE & CO.

ABSTRACT

A video gaming machine arranged to simulate the playing of a card game in which, if a player succeeds in obtaining the appearance of a winning hand according to the rules of the game being played he is credited with a win and is offered the opportunity to gamble that win by making a prediction on some characteristic of a card the simulation of which is face down and wherein a successful prediction results in a credit being recorded in favour of the player, the machine displaying five or more of the cards previously offered in connection with the gamble, the machine being programmed to credit an additional amount to the player on the cards displayed corresponding to a predetermined combination of cards.

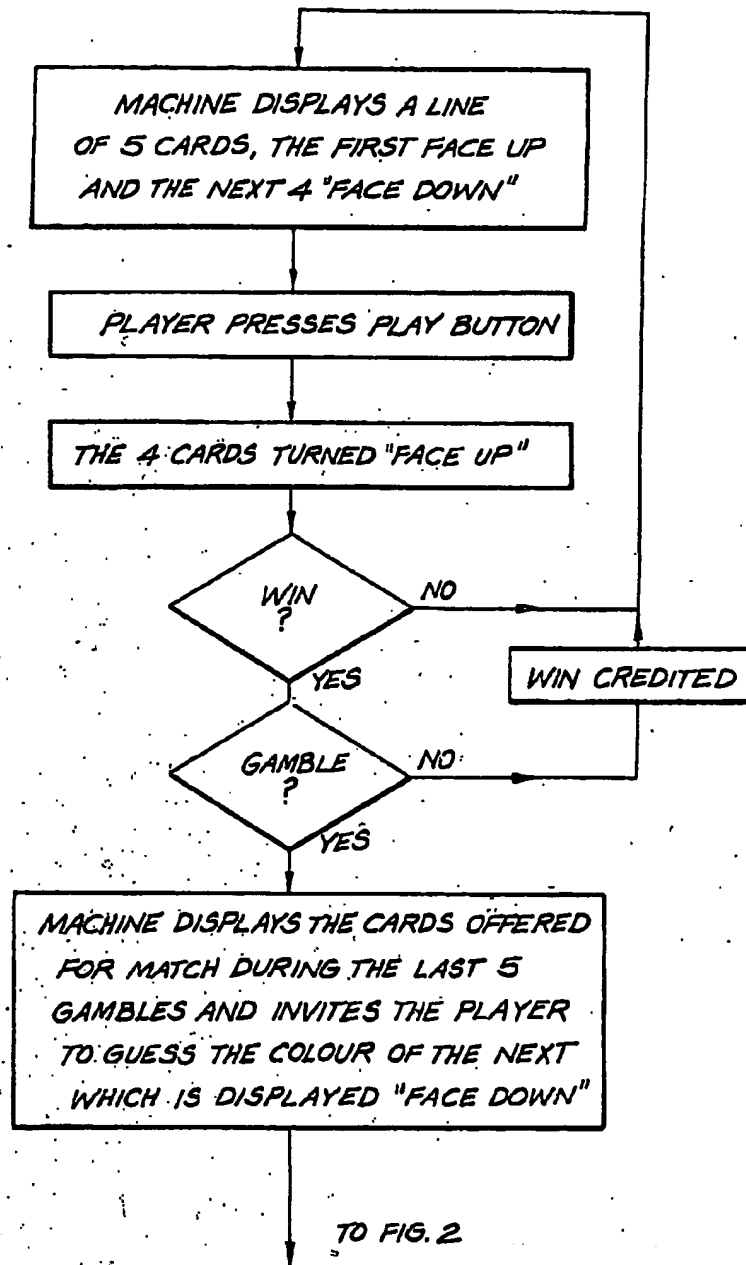
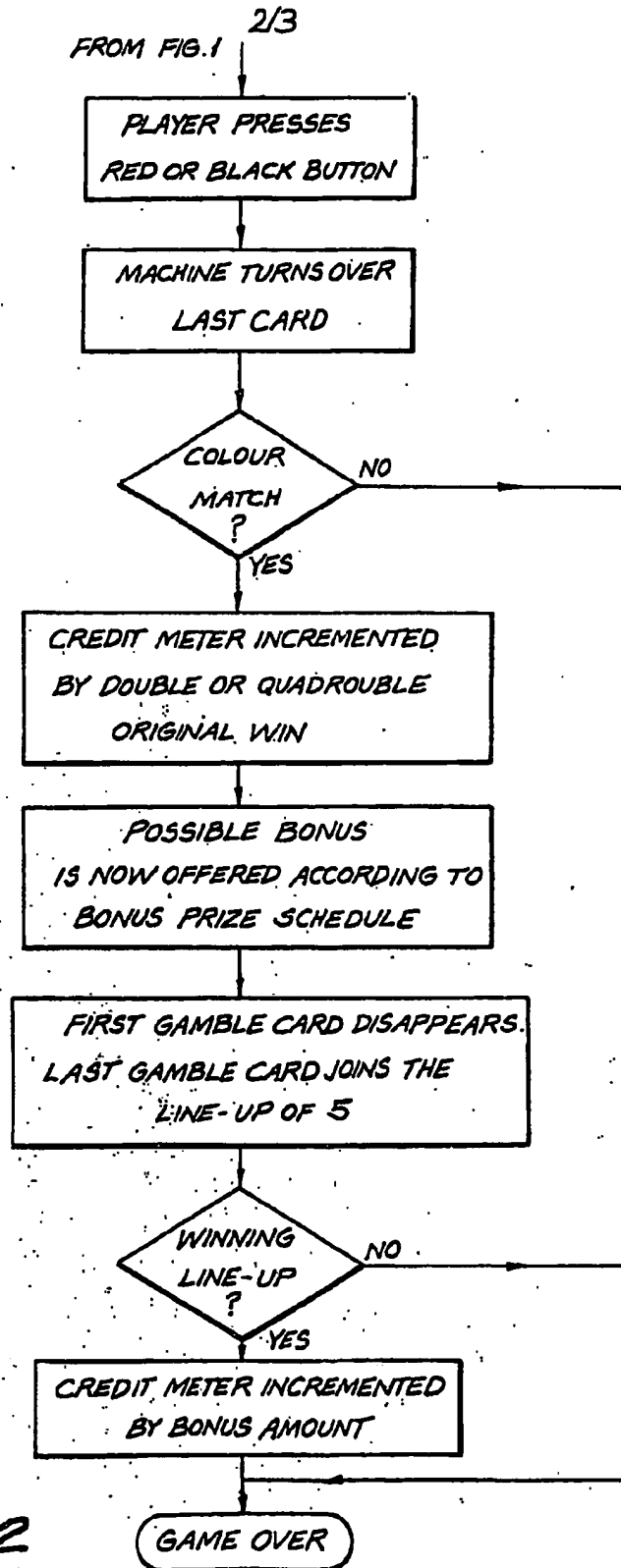


FIG. 1

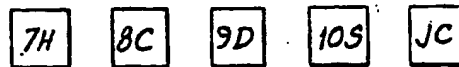


LAST 5 CARDS :-

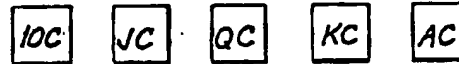
(a)



(b)



(c)



(a)



FIG. 3

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